

ABSTRACT OF DISCLOSURE

The invention establishes a target face to which a texture will be mapped and determines the start point for drawing the texture and the number of drawing iterations. In accordance with the drawing start point and the number of drawing iterations, the texture is mapped to the target face and, further, a wireframe dividing the mapped texture is drawn. When movement of the wireframe is requested, the drawing start point is changed in accordance with the amount of movement of a drag operation. When the number of lines of the wireframe is requested, the number of drawing iterations is changed in accordance with the amount of movement of a drag operation.